



# INSTRUCTION MANUAL



 **MIDWAY**



# WARNING

WARNING: Please read the enclosed consumer information and precautions booklet carefully before using your NINTENDO® hardware system, Game Pak or accessory. This booklet contains important safety information.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

EVERYONE  
MILD ANIMATED VIOLENCE

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES. BEFORE USING THE ACCESSORIES, PLEASE READ THE RUMBLE PAK AND CONTROLLER PAK ACCESSORY INSTRUCTION BOOKLETS CAREFULLY. FOLLOW ON-SCREEN INSTRUCTIONS TO DETERMINE WHEN YOU SHOULD INSERT OR REMOVE THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES.

**WARNING: N64 Expansion Pak™ Required for  
3 or 4-Player Game Play**

## MIDWAY CUSTOMER SUPPORT

(903) 874-5092

10:00 am - 6:30 pm Central Time

MONDAY - FRIDAY

All Customer Help Line Open 24 Hours A Day

LICENSED BY NINTENDO

NINTENDO, THE OFFICIAL SEAL,  
NINTENDO 64 AND THE 3-D 'N' LOGO  
ARE TRADEMARKS OF NINTENDO OF  
AMERICA INC. © 1996 NINTENDO OF  
AMERICA INC.



THIS OFFICIAL SEAL IS YOUR  
ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR THIS  
SEAL WHEN BUYING GAMES AND  
ACCESSORIES TO ENSURE  
COMPLETE COMPATIBILITY.  
ALL NINTENDO PRODUCTS ARE  
LICENSED BY SALE FOR USE  
ONLY WITH OTHER AUTHORIZED  
PRODUCTS BEARING THE OFFICIAL  
NINTENDO SEAL OF QUALITY.

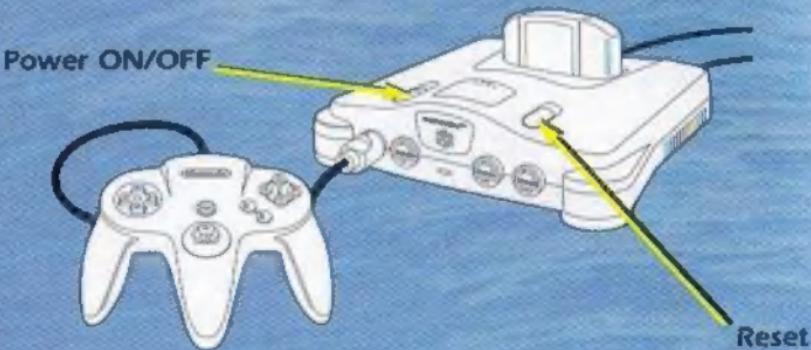
# **TABLE OF CONTENTS**

<b>GETTING STARTED . . . . .</b>	<b>3-4</b>
<b>CONTROLLER . . . . .</b>	<b>5</b>
<b>THE H.T.R.A. . . . .</b>	<b>6</b>
<b>MAIN MENU . . . . .</b>	<b>7</b>
<b>CONTROLLER MENU . . . . .</b>	<b>8</b>
<b>RUMBLE PAK MENU . . . . .</b>	<b>9</b>
<b>OPTIONS MENU . . . . .</b>	<b>10</b>
<b>PLAYING THE GAME . . . . .</b>	<b>11-14</b>
<b>SELECTIONS . . . . .</b>	<b>15</b>
<b>HYDRO STRATEGIES . . . . .</b>	<b>16</b>
<b>EASY TRACKS . . . . .</b>	<b>17</b>
<b> MEDIUM TRACKS . . . . .</b>	<b>18</b>
<b> HARD TRACKS . . . . .</b>	<b>19</b>
<b>BONUS TRACKS . . . . .</b>	<b>20</b>
<b>EASY BOATS . . . . .</b>	<b>21-23</b>
<b>MEDIUM BOATS . . . . .</b>	<b>24-26</b>
<b>HARD BOATS . . . . .</b>	<b>27-29</b>
<b>BONUS BOATS . . . . .</b>	<b>30</b>
<b>HINTS AND TIPS . . . . .</b>	<b>31</b>
<b>CREDITS . . . . .</b>	<b>32-33</b>
<b>WARRANTY . . . . .</b>	<b>34</b>

# **GETTING STARTED**

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the POWER switch ON. After the legal screens appear, you may go right to the game by pressing START.

**WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!**



**Press and hold START upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.**

## **GETTING STARTED**

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not remove the Control Stick from its neutral position on the Controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

# CONTROLLER

Before you hit the water, take a second to get familiar with the Controller. The game controls are listed on Page 8.



## QUITTING A GAME IN PROGRESS

Press **START** to pause the game. The Pause Options Screen will appear. Highlight **QUIT GAME**, then press the **A Button**. Next you will be notified that you are quitting a game. If you wish to continue and quit the game, press the **A Button**. If not, press the **B Button** to go back to the previous menu.

## **THE H.T.R.A.**

So, you have your own boat you say? You've tapped out your bank account and spent endless months building it out of state-of-the-art racing materials. You've tuned the specialized motors, refined the hull shape to perfection and won more races than you can count. You're at the top of the international boat racing game. Nobody comes close. You long for a challenge.

Then one day that challenge comes to you in the form of a sealed envelope with no return address. Only the words Hydro Thunder Racing Association mark the envelope. You open it. Inside, a single sheet of blue paper, with your name written upon it, simply states, "You have been chosen as a permanent member of the H.T.R.A." Below, a map and date are printed. The next secret race location!

Now, you've certainly heard of the H.T.R.A. There is no signing up with these guys. Nobody even knows who they are or on which watery location they'll race next. But if you're good enough and have what it takes to be one of them, don't worry, they'll find you. This underground clan of adventurous racing renegades doesn't let anything get in the way of their racing. No place is too sacred. No time is too dark. No unexplored waterway is too dangerous. No guidelines. No restrictions. No manners. No law. These guys are deadly serious and have only one goal: Do anything to cross the finish line first.



# **MAIN MENU**

Press START at the Title screen to access the Main Menu.

The Main Menu will let you do a variety of things. From here you can select from a 1-Player or a Multi-Player game, adjust the Sound Options, view High Scores and even configure your Controller.

To select an item on the Main Menu, use the Control Pad or Control Stick to highlight the item. After you have selected, press the A Button to access the item's menu.



## **MAIN MENU**

1.) ONE PLAYER GAME

4.) 2-4 PLAYER GAME

2.) CONTROLLER MENU

5.) SOUND OPTIONS MENU

3.) RUMBLE PAK MENU

6.) HYDRO CHAMPIONS MENU

# **CONTROLLER MENU**

There are two Controller configurations you can choose from. At the Main Menu, select the Controller image on the left side (the Configuration Menu) and press the A Button. This will access the Controller Configuration Menu.

Move the Control Pad or Control Stick Left and Right to view the different configurations. When playing a Multi-Player game, press Up and Down on the Control Pad or Control Stick to select the player whose game controls you wish to change.

## **CONFIGURATION ONE**

**STEER** - Control Pad or Control Stick

**ACCELERATE** - A Button

**BRAKE** - B Button

**BOOST** - L Button or R Button or Z Button

**CAMERA 1 (High View)** - Down C Button

**CAMERA 2 (Low View)** - Right C Button

**CAMERA 3 (Pilot View)** - Up C Button



## **CONFIGURATION TWO**

**STEER** - Control Pad or Control Stick

**ACCELERATE** - L Button or Z Button

**BRAKE** - R Button or B Button

**BOOST** - A Button

**CAMERA 1 (High View)** - Down C Button

**CAMERA 2 (Low View)** - Right C Button

**CAMERA 3 (Pilot View)** - Up C Button



Select one of the configurations and press the A Button. If you are using a Controller Pak, your configuration will be automatically saved to it.

# RUMBLE PAK MENU

On the Main Menu screen (located directly beneath the Controller icon on the Configuration Menu) is the Rumble Pak® icon. Select this and press the A Button.

The Rumble Pak Menu will allow you to adjust the vibration level in the Rumble Pak accessory. To adjust the levels, highlight the item by pressing Up and Down on the Control Pad or Control Stick. Press Left and Right to move the meter on the item. The left side of the meter decreases vibration and the right side of the meter increases vibration. After you have made your adjustments, highlight DONE and press the A Button. There are four items you can make adjustments to:

**BOOST:** This will activate the Rumble Pak whenever the boosters on your boat are engaged.

**SPLASH DOWN:** This activates the Rumble Pak when your boat splashes down in the water.

**BOAT COLLISION:** Whether your boat's "Mighty Hull" system is engaged or you just happen to smack into another racer, colliding with another boat will cause the Rumble Pak to shake.

**TERAIN COLLISION:** Even though you are driving a boat, there are times when you just can't stay in the water. If you are trying to jump over something or make a shortcut, you may hit a bridge, glacier, wall or other part of the track. When you do this, the Rumble Pak will activate.

**NOTE:** Remember to insert the Rumble Pak into your Controller only when prompted to.

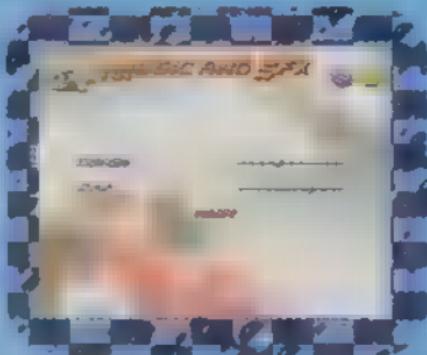


# OPTIONS MENU

The right side of the Main Menu is the Options Menu. The icon showing the music note is the Sound Options Menu. The Checkered Flag/Trophy icon is the Hydro Champions Menu. To access either option, highlight the appropriate icon and press the A Button.

## SOUND OPTIONS

In the Sound Options Menu, you can adjust the volume of the game's Sound Effects (SFX) and background Music. Each sound's volume can be raised or lowered by highlighting the option (by pressing Up and Down on the Control Pad or Control Stick), then by moving the meter Left and Right (using the Control Pad or Control Stick). The more Left you go will lower the volume and the more Right you go will raise the volume. When you are finished adjusting the volumes, highlight DONE and press the A Button.



## HYDRO CHAMPIONS

The Hydro Champions screen is basically a High Scores screen. This will display the best times on all of the tracks. To view the times for different tracks, press Left and Right on the Control Pad or Control Stick. Pressing the A Button at any time will bring you back to the Main Menu.

# PLAYING THE GAME

The object of Hydro Thunder is simple: cross the finish line first, ■ all costs! Along the way, collect BOOST icons to enable your boat's specialized engines to fire up and propel you faster. Boost icons are located throughout all tracks. Some are hidden in secret areas of the track and some are even invisible! The following will give you an overview of everything you need to know to win the race.

## GAME PROGRESSION

When beginning Hydro Thunder, you will only have access to 3 tracks and 3 boats. Both the tracks and boats ■ designated as EASY. If you complete each Easy designated race and place First, Second or Third, you will gain access to the MEDIUM division boat and tracks. When racing on the Medium tracks, you must complete each race with a First or Second place finish to advance to the HARD division. Racing the Hard boats and Hard tracks takes a lot of skill. It is recommended that you really master the previous track before advancing to these challenging ones. You must complete each track with a First place finish to access ■ special Bonus Track. You must continue to place First on all the Bonus Tracks to access the Bonus Boats. There are a total of 4 Bonus Tracks and 4 Bonus Boats, if you're good enough to earn them.

When choosing a track, it's important to remember everything you can about it. Some tracks have numerous obstacles in the water, causing you to capsize or just slow down. If you're racing a track for the first time, be alert. Try and learn as much as you can about the track for future reference. More information on the tracks in Hydro Thunder is available on Pages 17-20.

# PLAYING THE GAME

## BOAT SELECTION

Each boat in Hydro Thunder is unique, ■■■ only in appearance, but also in control and overall performance. Some boats are faster than others, while some fly and take turns better. When selecting a boat, keep in mind which track you will be racing on. Every boat is listed in detail ■■■ Pages 21-30.



## "MIGHTY HULL"

Developed by the H.T.R.A. (see Page 6), "Mighty Hull" technology is utilized by every boat in Hydro Thunder. When your boat's boosters are activated for a short period of time, your boat will flash. This means that the boat's Mighty Hull is activated. Use your Mighty Hull power to clear unwanted obstacles and opponents out of your course as you race to victory. Each boat is unique when it comes to Mighty Hull activation time.

## BOOST ICONS

The tracks in Hydro Thunder are littered with Red and Blue diamond-shaped Boost icons. Each boost will cause your boat's engines to transform and enable your boat to travel faster as well as activate its "Mighty Hull" power. Red Boost icons will give you 9 seconds of boost fuel. Blue Boost icons will give you 4 seconds of boost fuel. Use your boost sparingly as you never know when you'll need it. Use your boosters to help your boat take corners faster as well as clear any obstacles in your way!

# PLAYING THE GAME

While you're racing, it's important to both watch and listen for key information that can help you win the race.

Current Time of Race

Time Remaining (seconds)  
Until Disqualification

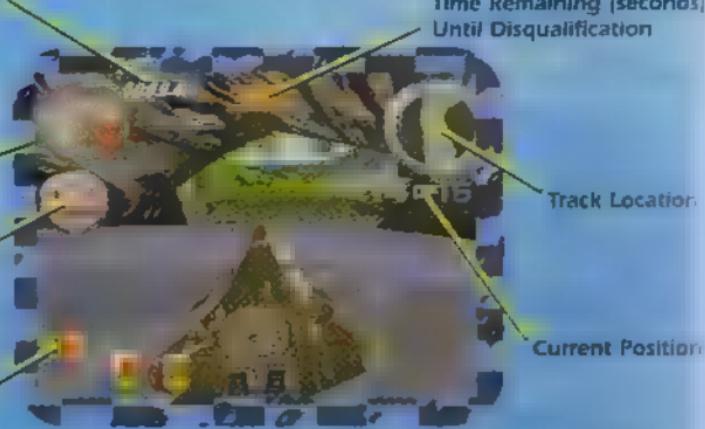
Tachometer

Boost Gauge

Other Boat

Track Location

Current Position



When racing against the clock, you must pass specially numbered buoys (checkpoints) that will give you more time. If your time is getting short, you will hear the announcer say "Time running low!", followed by a series of beeps when your race clock enters the single-digit range.

When running out of booster fuel, the announcer will say "boosters running low!", followed by another series of beeps when you're almost empty. Remember, keep an eye on your booster fuell

You can pause the game by pressing START. When the game is paused, you can choose to CONTINUE, RESTART LEVEL or QUIT GAME. Highlight each item by pressing Up and Down on the Control Pad or Control Stick. To activate the selection, press the A Button. If you choose to quit a game, you will go back to the game's title screen.



# PLAYING THE GAME

Hydro Thunder allows up to four players to race at the same time. This is done by splitting the screen into sections of two, three and four. It is important to note that you must have the correct amount of Controllers plugged into the Control Deck BEFORE turning the POWER ■ the ON position. Also remember that the N64 Expansion Pak™ (sold separately) is required for a 3 or 4-Player game.

To play ■ Multi-Player game, at the Main Menu highlight the icon that shows two boats and press the A Button. Next you will choose how many racers there will be. You can select by pressing Up and Down on the Control Pad or Control Stick to highlight the number of players and then pressing the A Button. Only Player One can control this part of the selection menus.

Next, Player One can choose the track that the players will be competing on [track and boat selection instructions ■ given on the following page]. After the track has been selected, Player One ■ choose their boat. After Player One has selected their boat, the other players may choose their boats.

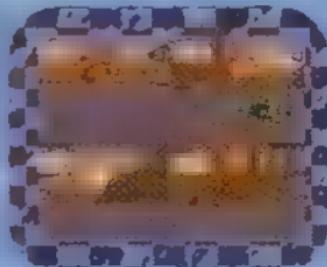
Refer to the previous page for On-Screen information. The screens to the right will show the different screen displays for a Two, Three or Four-Player game. The placement for each player is shown on the THREE-PLAYER screenshot.



TWO-PLAYER



THREE-PLAYER



FOUR-PLAYER

# SELECTIONS

After you have selected how many players there will be, you now will choose both a track to race on as well as what boat you will be racing with. Remember that initially you will only be able to race with three boats and race on three tracks. More boats and tracks will become available to you as you progress in the game. When playing a Multi-Player game, remember that you can only race with the tracks and boats you have unlocked.

To select a boat or a track, press the Control Pad or Control Stick Left and Right to cycle through the available boats and tracks. To choose a boat or a track, press the A Button. Each boat and track are unique with their own secrets and dangers.



# HYDRO STRATEGIES

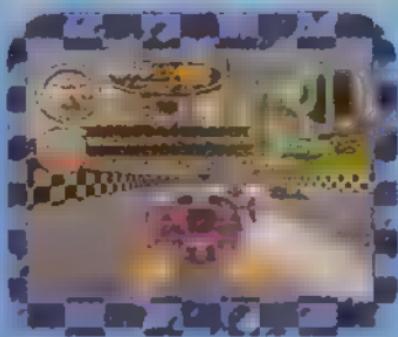
As you gain experience in Hydro Thunder, you will find that each game is different, depending on your style of racing. Each boat in the H.T.R.A. lineup is unique in both appearance and overall performance. Each track is unique with its own shortcuts and tricks to mastering them. Practice does make perfect in this game. This page is devoted ■ some great tricks and pointers to help you along your path to victory!

**DESIGN:** You will notice that each boat is different. Some boats are designed to fly, while others ■ built for speed. Try to learn each boat's weaknesses and advantages. You will find that some boats are very easily knocked around by other boats, while some tend to do more of the knocking.

**JUMP:** Each boat can use its boosters to propel into the air for ■ brief period of time. As your boat is moving forward (by holding down the Accelerate button), quickly let go and press the Brake button. Once you have activated the brake, immediately press the Boost button. This takes practice to learn, but is well worth the effort. Use the Hydro Jump to access out-of-reach boost icons and to gain entry into secret pathways. Some boats will travel through the air very well if you can master the Hydro Jump. Using the jump with these boats will allow you to cut seconds off of your course time.

**MIGHTY HULL TECHNIQUES:** When your boosters are activated for a short period of time, your boat will begin to flash. When it does, your boat's Mighty Hull technology has been activated. While your boat is flashing, you can ram other boats and send them flying into the air! Mighty Hull also helps to rid your path of annoying obstacles without crashing your boat.

# FAS! TRACKS!



## THUNDER PARK

A traditional H.T.R.A. circuit track. On a sunny day, Thunder Park offers a competition-style hydroplane raceway loop. Try to find the hidden 9 second boost on this track.

Note: When racing on a circuit track, each boost icon can only be picked up once.



## LOST ISLAND

Located somewhere in the South Pacific, the Lost Island track offers a fast-paced trek through a volcanic island. Lush greenery, native villages, ancient ruins and numerous secrets await you!



Gigantic ice formations and a variety of wildlife line this unique track. The race starts near a fishing village high above sea level, continues in a river that winds its way down a glacier, through water-carved ice tunnels until finally dropping you to the ocean for the remainder of the race.

# MEDIUM TRACKS

## GREEK ISLES

The Greek Isles water track winds through both modern towns and ancient ruins, providing one of the most visually stunning tracks available. This is a bright and challenging track, highlighted by a downhill sliding finish.



## LAKE POWELL

Lake Powell, located in Utah, is one of the largest man-made lakes in the world. With its gigantic canyon walls, 1000-year-old Anasazi ruins and smooth water, it is the perfect place for a high-speed super-boat race. Unfortunately, the Utah State Police don't agree.



## THE FAR EAST

The Far East track, located on a river deep in the misty mountains of China, offers a unique blend of challenging river racing and beautiful scenery. The river drops from the mountains into small villages, ancient brick canals and even through palace moats.



# HARD TRACKS



## SHIP GRAVEYARD

This deserted atoll was once a productive military shipyard. Now, endless numbers of forgotten, decrepit naval ships line the coast as far as the eye can see, forming a maze-like water raceway in and out of hollow steel hulls. Rough waves, shark-infested waters, stormy weather and the military police all await you!



## VENICE CANALS

Ah, Venice. One thinks of lovers, romance and of course the ear-piercing roar of sixteen super-boat motors tearing through the moonlit canals! With its extremely sharp turns that never let up, Venice Canals is arguably the most difficult track in Hydro Thunder.



## N.Y.C. FLOOD

A giant meteor has destroyed the Big Apple and flooded its once crowded streets. Sounds like a fun race, huh? Tear through the remains of the late city, avoiding the N.Y.P.D. and the countless submerged vehicles along the way, until you come crashing down to a tragic finish.

# BONUS TRACKS

There are 4 Bonus Tracks total along with 4 Bonus Boats. In order to complete the tracks, you need to practice on them. Try to use a familiar boat, as opposed to using the bonus boat. They look cool, but sometimes it's best to race an old favorite. The following is a brief description of the 4 Tracks you'll hopefully unlock.

## **HYDRO SPEEDWAY**

Set at night, Hydro Speedway is another circuit track in the game. With fast-paced excitement and boost icons at every turn, Hydro Speedway will test even the best racer.

## **CATAcomb**

Go full throttle through a mysterious cavern filled with crashed ships, sharp rocks and of course, the competition. Turn and Hydro Jump your way to victory, if you can.

## **CASTLE VON DANDY**

Journey to Scotland and take a watery romp through an abandoned castle. Steer around the moat and ancient graveyard to victory!

## **NILE ADVENTURE**

Race through ancient pyramids and narrow waterways. This track features danger at every sharp turn. This is the longest track in Hydro Thunder.

# EASY BOATS

## DAMN THE TORPEDOES

**DESCRIPTION:** Damn the Torpedoes is a good introductory boat for racing. Although it is slower than most boats in speed and Mighty Hull activation time, it is ideal for the beginning racer.

**MOTOR TYPE:** Twin 525 HP Turbo-charged Silva Trek motors, each driving a single extra-large prop.

**BOOSTER TYPE:** Embedded twin Mega-rockets



# EASY BOATS

## MIDWAY

**DESCRIPTION:** Very stable and not susceptible to being knocked around by other boats, Midway is another good choice for the beginning racer. Midway's weaknesses are its slow booster and Mighty Hull activation times.

**MOTOR TYPE:** Marine 850 HP Browning V-Drive with a single extra-large prop.

**BOOSTER TYPE:** Twin V-Drive motors.



## MISS BEHAVE

**DESCRIPTION:** Able to slice the water for better turning, Miss Behave is one of the smallest boats in the H.T.R.A. lineup. The boosters are slightly under-powered but Miss Behave's real strength lies in her ability to glide while in the air. With parts salvaged from a World War II aircraft, Miss Behave is the "flyer" of the beginning boats.

**MOTOR TYPE:** Customized Goffman 1800 HP motor driving twin counter-rotating props.

**BOOSTER TYPE:** Binary micro-rockets coupled with a single ultra-blower.



## MEDIUM BOATS

### BANSHEE

**DESCRIPTION:** Once a standard hydroplane, Banshee was altered for H.T.R.A. racing. Banshee is lightweight and easily knocked around by other boats, but once you've mastered the unique handling of the boat you may never choose another boat again!

**MOTOR TYPE:** 900 HP Patterson Fire-Spitter Twin Turbine driving a single hyper-angle prop.

**BOOSTER TYPE:** Twin micro-rockets.



## MEDIUM BOATS

### TIDAL BLADE

**DESCRIPTION:** Tidal Blade's sleek, dragster-like hull design allows it to slice through any water condition. When you have activated your Mighty Hull feature, use Tidal Blade's long bow to knock the competition out of the water. At times, if Tidal Blade gets bumped it can be hard to control and keep stable.

**MOTOR TYPE:** Modified, dual-exhaust 2000 HP Carbonyl dragster motor driving ■ specialty monster prop.

**BOOSTER TYPE:** Twin micro-rockets.



# **MEDIUM BOATS**

## **THRESHER**

**DESCRIPTION:** Known as the "caddy" of the H.T.R.A. lineup, Thresher is the easiest boat to control. Big and heavy, the boat is well balanced and is easy to steer. Although it has a fairly slow Mighty Hull activation time, Thresher's secret weapon is its ability to knock opponents around by using its heavy frame.

**MOTOR TYPE:** Dual 800 HP Turbo-charged Wilson motors, each driving oversized props.

**BOOSTER TYPE:** Swivel-mounted harness with twin mega-rockets.



# HARD BOATS

## CUTTHROAT

**DESCRIPTION:** Lightweight and as close to a military jet fighter as you can get, Cutthroat is one of the best boats in the H.T.R.A. lineup. Heavily altered and using "borrowed" military hardware, Cutthroat can soar off of H.T.R.A. ramps or other objects for great distances. Use this to your advantage. Even though it has an extremely fast Mighty Hull activation time, it is very light and easily tossed around by other boats.

**MOTOR TYPE:** Single 1200 HP Ranck 1 racing engine with dual, counter-rotating stock props.

**BOOSTER TYPE:** Binary mega-rocket thrusters.



# HARD BOATS

## RAD HAZARD

**DESCRIPTION:** Created with scrap parts found outside U.S. Government Area 51 property, Rad Hazard is recommended for the most experienced racers. Use the boosters to help you take corners better. The fast Mighty Hull activation time helps to keep the competition away. Fast and powerful, Rad Hazard is a boat to reckoned with.

**MOTOR TYPE:** Some form of antimatter, subatomic energy, driving a single dual-cast prop.

**BOOSTER TYPE:** Bursts of neutralized antimatter ventilation (we think).



# HARD BOATS

## RAZORBACK

**DESCRIPTION:** The most difficult boat to control in the H.T.R.A. lineup! Once thought of as a total design failure, Razorback was forgotten until an H.T.R.A. member learned the secret to mastering this fast and furious boat! With speed and Mighty Hull activation time like no other, Razorback is recommended for only the most experienced racers!

**MOTOR TYPE:** Triple 650 HP Starich 5.7 inboards, each with a single DuRanc prop.

**BOOSTER TYPE:** Triple supercharged outboards, each with dual, counter-rotating DuRanc props.



## BONUS BOATS

These are the elite boats of Hydro Thunder. Only the best drivers will be able to race with them. These boats will become available as you beat all the bonus tracks.

If you are fortunate enough to race one of these, you will notice how different they are from the rest of the H.T.R.A. lineup. Since you are not authorized (yet) to view these boats, we can only show you their shadows.



Remember, once you gain access to these boats (if you can), save them to your Controller Pak to add them to your lineup!



# HINTS AND TIPS

Here's a few pointers to remember as you take to the water.

- Try pressing the Accelerate and Brake buttons ■ couple times at the countdown. If you perform a certain sequence, you'll get a 4 second Boost at the Start!
- Try going through caves and waterfalls. Not only are there ■ bunch of short-cuts, but you'll find lots of Boost Icons as well!
- Look for the hidden 9 Second Boost on Hydro Speedway as well as Thunder Park!
- Beware of underwater debris!
- Learn the Hydro Jump! It is essential!!!
- Jumping in the Nile Adventure track will lead to great things!
- WATCH YOUR BOOST FUEL CLOSELY!!!
- REMEMBER THAT IN ORDER TO PLAY A 3 OR 4-PLAYER GAME, YOU NEED AN EXPANSION PAK!!!

# CREDITS

## MIDWAY HOME ENTERTAINMENT

### HYDRO THUNDER ARCADE TEAM

STEVE RANCK, MICHAEL STARICH, SCOTT PATTERSON,  
LORI MILLER, DUSTY MONK, DETMAR PETERKE,  
ERIC BROWNING, SCOTT GOFFMAN, BRIAN SILVA,  
DALE HENDERSCHEID, GARY CARBONELL, ANDY WILSON,  
ORPHEUS HANLEY & BRIAN JOHNSON

### PRODUCER

KEVIN POTTER

### ASSOCIATE PRODUCER

SEAN WILSON

### ASSISTANT PRODUCER

ED DURAN

### TECHNICAL DIRECTION

SAM CALIS

### ADDITIONAL TRACK DESIGN

JOHN STOOKEY & STEVE KRAMER

### PRINT DESIGN & PRODUCTION

MIDWAY CREATIVE SERVICES - SAN DIEGO

### TESTING MANAGERS

ROB SABLAR & HANS LO

### TESTING SUPERVISOR

SHEILA JULATON

### PRODUCT ANALYST

JEFF TAMAYO

### PRODUCT ANALYSTS

DONALD HAMILTON, SHAWN CHARRON, SEHER BASAK,  
RICK WAIBEL, RYAN CASTIGLIA & GREG ROSARIO

### TECHNICAL SUPPORT ANALYST

AJAMU SHAW

### SPECIAL THANKS

DEBORAH FULTON, IRA KALINA,  
HUGH BINNS & NANCY RAMSEY

# **CREDITS**

## **EUROCOM ENTERTAINMENT SOFTWARE**

### **LEAD PROGRAMMING**

**PALI BATES**

### **LEAD ARTIST**

**COLIN GARRATT**

### **ARTWORK TEAM**

**CHRIS BOYLE, ADRIAN MANNION & PAUL ROBINSON**

### **ARTIFICAL INTELLIGENCE**

**TIM ROGERS & DAVE LONG**

### **AUDIO**

**NEIL BALDIN & GUY COOKCROFT**

### **QUALITY ASSURANCE LEAD**

**ANDY COLLINS**

### **QUALITY ASSURANCE**

**JOHN BAKER, PHIL BENNETT,  
ADAM TIMMINS & ANDREW WALKNER**

### **QUALITY ASSURANCE MANAGER**

**MIKE BOTHAM**

### **DIRECTOR**

**HUGH BINNS**

### **SPECIAL THANKS**

**STEVE RANCK, SCOTT GOFFMAN & ED DURAN**

# **WARRANTY**

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE** Midway Home Entertainment Inc. **ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS** Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

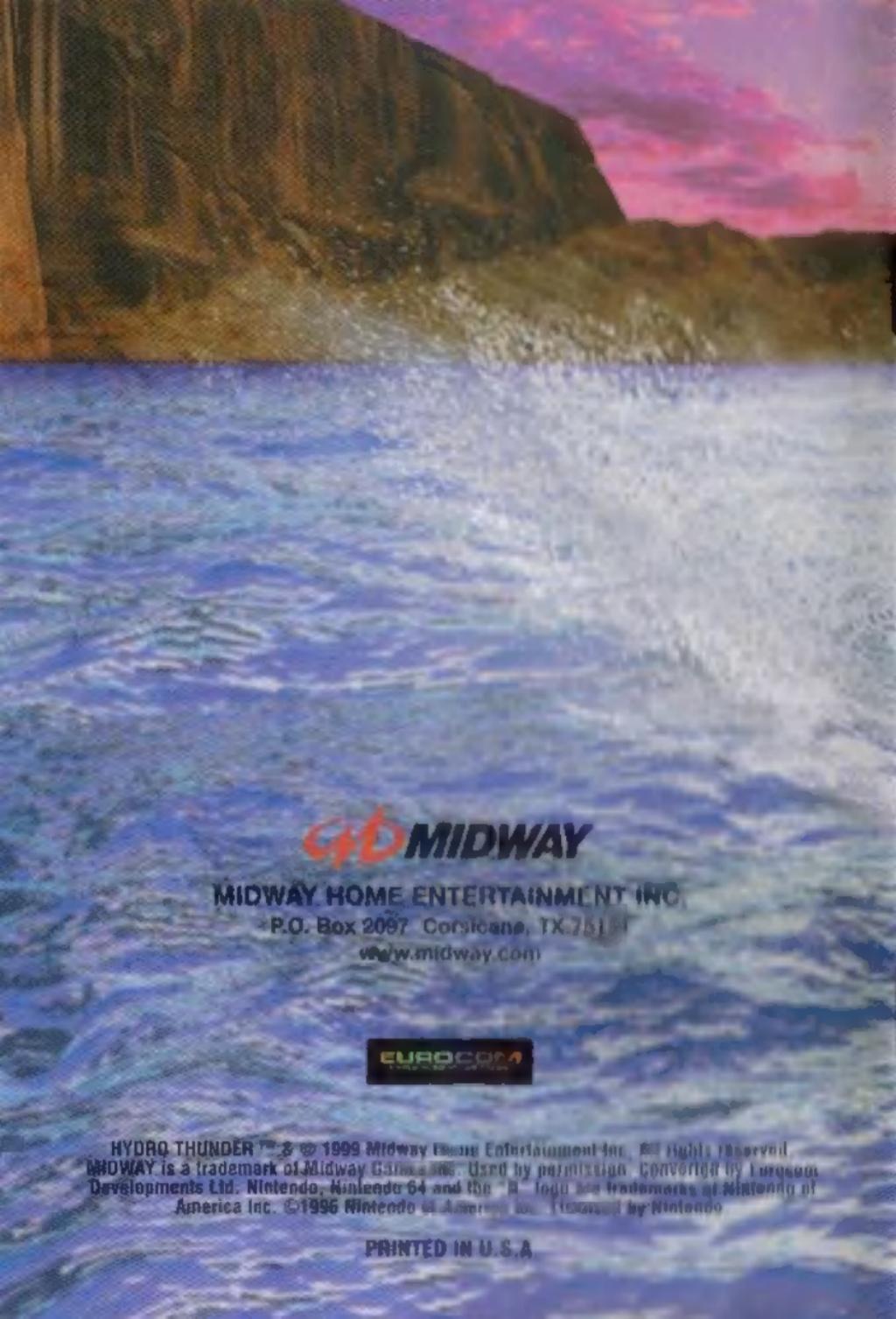
**MIDWAY HOME ENTERTAINMENT INC.**

**P.O. BOX 2097**

**CORSICANA, TX 75111-2097**

**903 874-5092**

[www.midway.com](http://www.midway.com)



**GB MIDWAY**

MIDWAY HOME ENTERTAINMENT INC.

P.O. Box 2097 Corsicana, TX 75110

[www.midway.com](http://www.midway.com)

**EUROCART**

HYDRO THUNDER™ & © 1999 Midway Home Entertainment Inc. All rights reserved.  
MIDWAY is a trademark of Midway Games Inc. Used by permission. CONVERSION BY Eurocart  
Developments Ltd. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of  
America Inc. ©1996 Nintendo of America Inc. Licensed by Nintendo

PRINTED IN U.S.A.